



Thank you for buying Art Gallery Vol.1!

A modern art gallery full of sculptures and frames. It includes 9 sculptures, 35 paintings. a good solution for your games, VR projects and simulators. Picture gallery.

Works on mobile devices.

Project files compatible with URP(Universal Render Pipeline) , can easily converted to Unity Standard Pipeline.

**Technical specifications:**

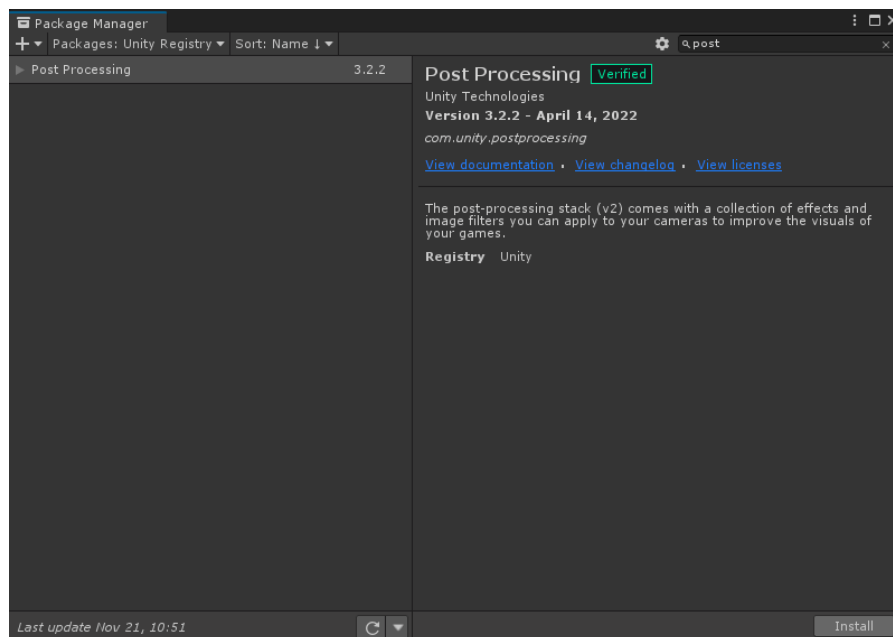
- Number of Unique Meshes 40.
- Number of polygons - from 4 (for simple models) to 30,000 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – Albedo, Normal, Occlusion, MetallicSmoothness.

**The package contains:**

- 20 Fbx models
- 24 prefabs with colliders
- 200+ Textures
- 100+ PBR Materials
- Picture frames
- Optimized 3D Models
- Baked GI
- Post Processing Setup
- VR Ready
- 1 demo scene with lightmap

**Built-in render pipeline:**

To begin, we need to install the post-processing package. Let's click on **Window > Package Manager**. The Package Manager window will pop up.





Without post-processing:



With post-processing:

